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a game console via disc, cartridge, or digital download, and then executed locally by the game console for display on a screen, e.g., a TV, a computer monitor, etc.

An online multiplayer gaming system can be used to play, for example, massively multiplayer online games (MMOGs). In an online multiplayer gaming system, the game play is carried out by both the gaming consoles of each of the players and a game server in communication with each of the gaming consoles. The game server can be part of a gaming network, e.g., the PlayStation Network (PSN). The game can be loaded onto the game consoles of the players via disc, cartridge, or digital download. The game server, which is also executing an instance of the game, receives state data uploaded from each of the game consoles and transmits state data regarding the other players back to each of the game consoles. The state data regarding the other players includes, by way of example, background scenes, characters, character movements, game level, etc. This state data regarding the other players enables the game consoles of each of the players to reconstruct multiplayer game play including all players and to display the reconstructed multiplayer game play to the screen, e.g., TV, computer, tablet, etc., connected to the game consoles of each of the players.

In a streaming (cloud gaming) gaming system, the game is executed in the cloud by one or more game servers (e.g., a game server farm). The game servers can be part of a gaming network, e.g., PlayStation Network (PSN). The game servers receive inputs (e.g., button presses) from the users playing the game and send back video frames to be displayed on the screens of the users' devices, e.g., a TV, a computer, a tablet, a smartphone, etc. By way of example, when a user presses the "jump" button for a character, this input is uploaded to the game server and, typically within about 250 milliseconds, the game server sends back video frames showing the character jumping for display on the user's screen.

The games played on online gaming system 100 can be published to an online platform for sharing with spectators. The online platform, e.g., website, app, etc., can be any suitable platform for streaming live and recorded video over the internet. In one embodiment, the online platform is part of a gaming network, e.g., the PlayStation Network (PSN), which allows users, e.g., spectators, to login and watch live games as well as recordings of games (video on demand). In another embodiment, the online platform is video streaming service, e.g., Twitch, Mixer, etc., which typically allows users to watch live games as well as recordings of games (video on demand) without requiring that the users login.

With continuing reference to FIG. 1, spectators can access games to watch over the online platform via user interface 102 displayed on the user's client device, e.g., computer, tablet, smartphone, etc. The user interface 102 typically displays a plurality of offerings to users including both live games and recordings of games that have already been completed (past games). The offerings can be displayed on the user interface 102 in the form of video thumbnails. As shown in FIG. 1, video thumbnails 110 and 120 are live games, as indicated by the "L" in the thumbnails, and video thumbnails 130 and 140 are recordings of past games, as indicated by the "R" in the thumbnails. Spectators can access a game to watch by clicking on one of the video thumbnails. As shown in FIG. 1, a plurality of spectators $S_1, S_2, S_3, S_4, \dots, S_N$ have clicked on the video thumbnail 110 and are watching the live feed of the game associated with that thumbnail.

In the case of live games from either an online multiplayer system or a cloud gaming system, the live feed from the

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server (or servers) might be split into two, with one feed being sent to the players and the other feed being sent to the spectators. The feed that is sent to the players can be relatively highly compressed so that the feed reaches the players quickly. On the other hand, the feed that is sent to the spectators can be sent to a delay buffer, which delays the feed for a desired period of time, e.g., 2 seconds, 5 seconds, 7 seconds, etc. This delay prevents players from receiving improper assistance from others, e.g., spectators watching the spectator feed, during live game play. Moreover, because the feed sent to the spectators does not have to be compressed to increase transmission speed as much as the feed being sent to the players, a higher quality video feed can be sent to the spectators. In some embodiments, there can be peer-to-peer communication and all or some of this communication can be sent via backchannel (asynchronously) to the server.

FIG. 2 is a simplified schematic diagram that illustrates a spectator voting interface and process for removing a player from a game, in accordance with one embodiment. As shown in FIG. 2, a number of spectators, S_1, S_2, S_3, S_4 , and S_5 , have clicked on the video thumbnail 110 displayed on user interface 102 and are watching the live game associated with that thumbnail. The live game can be a sports video game, e.g., a football game (e.g., Madden), a soccer game (e.g., FIFA series), a basketball game (e.g., NBA 2K), etc., or any other video game in which teams can compete against one another, e.g., League of Legends, Call of Duty, Dota 2, etc. As shown in FIG. 2, spectator S_1 is watching a live game via user interface 200 displayed on spectator S_1 's client device, e.g., a computer, tablet, smartphone, etc. The user interface 200 includes a game view 202, a communication channel 204, and a voting interface 206. The game view 202 displays the video of the game, which in this example is a live basketball game. Communication channel 204 provides the functionality required for a spectator to communicate, e.g., chat, text, etc., with other spectators watching the game and, in the case of live games, players participating in the game, provided the spectator has the access information (e.g., chat handle, cell number, etc.) needed to communicate with the player.

Voting interface 206 enables a spectator to cast a vote to, for example, remove a player from the game, or to send a message to a player in the game. The voting interface 206 displays a list of players in the game. In one embodiment, the list is a complete list that includes all of the players in the game. In another embodiment, the list is a partial list that includes some of the players in the game. As shown in FIG. 2, the voting interface 206 includes graphical buttons that enable the spectator to select any of the players in the game, e.g., Player 1, Player 2, Player 3, . . . Player N. To cast a vote regarding a particular player, e.g., Player 1, the spectator can click on the graphical button labeled "Player 1" to cause a player voting interface 206-1 for Player 1 to be displayed. As shown in FIG. 2, the player voting interface 206-1 for Player 1 includes graphical buttons 208, 210, 212, and 214. Graphical button 208, which is labeled "Remove Player from Game," enables the spectator to cast a vote to remove Player 1 from the game. By way of example, the spectator might want to have Player 1 removed from the game because of either poor performance in the game (e.g., poor fundamentals such as ball handling and shooting) or bad behavior (e.g., poor sportsmanship).

Graphical button 210, which is labeled "Warn Player to Improve," enables the spectator to send a warning to Player 1 to improve his performance or risk being removed from the game. In one embodiment, when the spectator clicks on